

Appendix A

```
5 // cMySlider.cpp : implementation file
//

#include "stdafx.h"
#include "progg.h"
#include "cMySlider.h"

10 #ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
15 #endif

////////////////////////////////////
// cMySlider

20 cMySlider::cMySlider()
{
}

cMySlider::~cMySlider()
25 {
}

BEGIN_MESSAGE_MAP(cMySlider, CSliderCtrl)
30 //{{AFX_MSG_MAP(cMySlider)
    ON_WM_CREATE()
    ON_WM_PAINT()
    //}}AFX_MSG_MAP
END_MESSAGE_MAP()

35 //////////////////////////////////////
// cMySlider message handlers

int cMySlider::OnCreate(LPCREATESTRUCT lpCreateStruct)
40 {
    if (CSliderCtrl::OnCreate(lpCreateStruct) == -1)
        return -1;

    return 0;
45 }

void cMySlider::OnPaint()
{
50     CPaintDC dc(this); // device context for painting

    CBrush white(RGB(255,255,255)); //white brush
    CBrush black(RGB(0,0,0)); //black brush

    CBrush* pOldBrush = dc.SelectObject(&white);
55     CRect rcWhite, rcBlack;
    GetClientRect(rcWhite); //get rectangle to paint in
```

```
GetClientRect(rcBlack);
```

```
60 int min, max, edge;  
GetSelection(min, max); //returns the current min and max % 0 to 100  
                           //As progress moves the app will set the min  
                           //value for the selection SetSelection(min, max);
```

```
65 if (max == 0)  
    max = 100;
```

```
//Calculate where the edge is  
70 edge = rcBlack.Width() - rcBlack.Width() * (max - min)/max;
```

```
rcWhite.right = edge;  
rcBlack.left = edge + 1;
```

```
75 dc.FillRect(rcWhite, &white); // fill in the first part of the rectangle  
                                   // this is empty on the first call  
dc.FillRect(rcBlack, &black); // fill in the rest of the rectangle, This  
                                   // is all of the rectangle on the first
```

call

```
80 dc.SelectObject(pOldBrush);
```

```
//paint the text in the rectangle  
dc.DrawText("Who is Mark MacGuire?", &rcWhite, DT_VCENTER);
```

```
85 }
```